

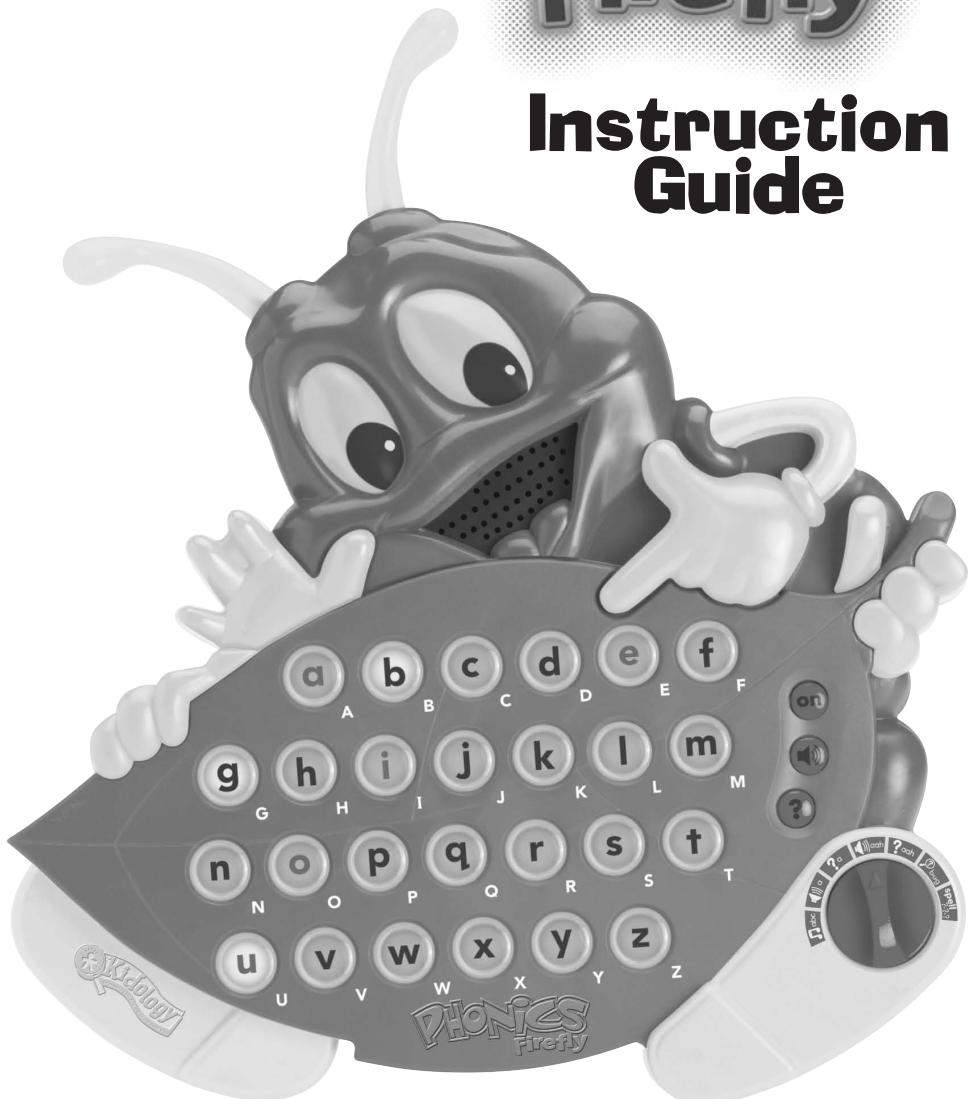
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# PHONICS™ Firefly

## Instruction Guide



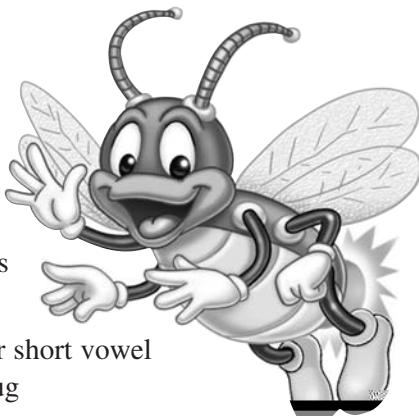
# INTRODUCING PHONICS FIREFLY

*Phonics Firefly* is a colorful, interactive, talking bug who will help your child develop the skills necessary to learn how to read. This cheerful firefly sings, spells, and plays games with your child, while building your child's skills—and confidence—with motivating activities and encouraging words.

## What will your child learn?

By playing *Phonics Firefly*'s seven games, your child will learn alphabet and phonics skills—the building blocks of reading! The early reading skills taught by *Phonics Firefly* include:

- Saying the alphabet in order, from *a* to *z*
- Recognizing and naming the letters of the alphabet
- Identifying the sound each letter makes: “The sound of the letter *b* is *buh* as in bear.”
- Learning to spell simple three-letter short vowel words, such as cat, hen, big, hot, rug
- Making three-letter words



Learning to read is one of the most important skills your child will ever learn. Good readers become successful students, and phonics is one way to help children learn to read. Phonics is a time-tested method that helps children “sound out” unfamiliar words. Once your child knows the names of letters (*c-u-p*) and can associate sounds with each letter (*cuh-uh-puh*), he or she can blend these sounds together to read words (*cup*). *Phonics Firefly*'s activities are designed to introduce, reinforce, and enrich these alphabet and phonics skills.

Using music, lights, and sounds, *Phonics Firefly*'s seven motivating, interactive learning games help children build critical beginning reading skills in a fun and entertaining way!

# LET'S LOOK AT PHONICS

## Speaker

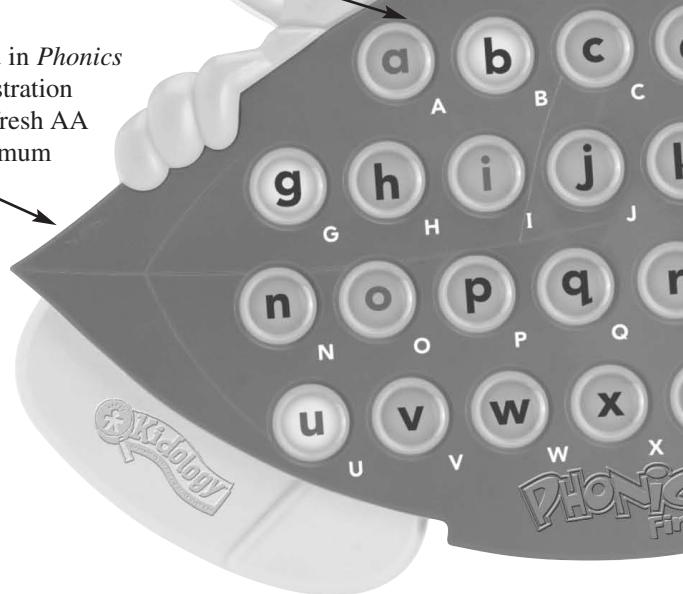
The high-quality digital “voice” says letter names, letter sounds, and hundreds of words. Music and sound effects provide fun feedback and guide learning.

## Letter Buttons

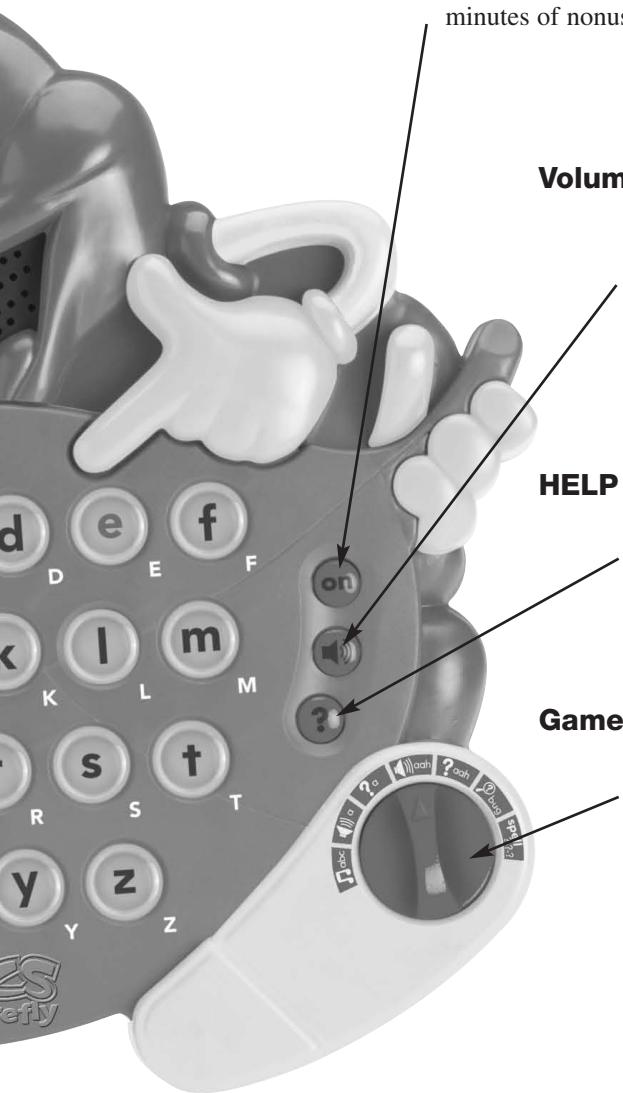
Press these buttons to learn letter names and letter sounds, make words, and answer questions. The buttons light up to reinforce learning and guide play. Buttons are labeled with both lowercase and uppercase letters. Consonants are printed in blue and vowels in red for easy distinction.

## Battery Compartment

The batteries included in *Phonics Firefly* are for demonstration purposes. Place four fresh AA batteries here for optimum performance.



# S FIREFLY'S FEATURES



## On/Off Button

Press this button to turn the unit on or off. To conserve batteries, *Phonics Firefly* will turn itself off after two minutes of nonuse.

## Volume Button

Press this button to control volume level. There are three levels—low, medium, and high.

## HELP Button

Press this button to hear the game directions repeated.

## Game Dial

Turn the dial to choose from seven fun alphabet activities.

# HOW TO PLAY

Before starting, place four fresh AA batteries in the battery compartment. See instructions on page 9.

1. Turn *Phonics Firefly* on by pressing the On/Off Button. *Phonics Firefly* will greet you with an introductory message and a sound-and-light “show.”
2. Adjust the volume to the desired level by pressing the Volume Button.
3. Follow *Phonics Firefly*’s directions to play the game to which the Game Dial is set, or turn the dial to play one of the six other games. (See pages 5 through 7 for a complete description of each game.)
4. Switch games at any time with a turn of the Game Dial. *Phonics Firefly* guides the player with spoken directions, music, and lights. Press the Help Button to have a game direction repeated.
5. Encourage your child to turn *Phonics Firefly* off when he or she is done playing. However, to prevent battery drain, *Phonics Firefly* will automatically shut off after two minutes of nonuse.

## **Phonics Firefly Games**

*Phonics Firefly*’s seven games are designed to build beginning reading skills. The games are sequentially ordered, beginning with learning “The Alphabet Song” and ending with players creating their own three-letter words in Game 7’s “Word Explorer.”



### **Game 1: The Alphabet Song**

*Sing along with Phonics Firefly to learn the ABCs!*

What a great way to learn the alphabet—from *a* to *z*! As *Phonics Firefly* sings its rendition of “The Alphabet Song,” each letter lights up. It’s a great way to reinforce letter names and alphabetical order, too!





## Game 2: Let's Learn the Alphabet

*Learn the alphabet as you light up the letters!*

In this game your child presses Letter Buttons to learn the names of the alphabet letters. To begin the game, the player presses any Letter Button. The letter flashes as *Phonics Firefly* names the letter. As new letters are pressed, they light up and are identified. When all 26 letters have been pressed (and all of the lights are on), the game is over.



## Game 3: “Lights Out” Alphabet Search

*Test your Alphabet I.Q. as you switch off the lights!*

This game tests how well your child knows the names of the letters. At the start of this “lights out” game, all letters are lit. *Phonics Firefly* asks the player to find a letter, for example, “Find the letter c.” If the correct letter is pressed, that light goes out. If an incorrect letter is pressed, the light stays on, and the question is repeated. If the player answers incorrectly again, the player is guided to the correct answer. Fun messages encourage the player along the way until all the lights are out and every letter has been identified.



## Game 4: Let's Learn the Sound Alphabet

*Discover the Sound Alphabet as you light up each letter!*

This game introduces your child to the phonetic sounds of the alphabet. To begin the game, the player presses any Letter Button. The letter flashes as *Phonics Firefly* names the letter, its phonetic sound, and a word that begins with that letter, for example, “The letter d makes the sound duh as in duck.” As new letters are pressed, they light up and are identified. Light all 26 letters to finish a game. Practice makes perfect, so encourage your child to play over and over.

**Note:** *Phonics Firefly* teaches the sound most commonly associated with each letter: the short vowel sounds, hard c and g, and the sound of x at the end of words.



## Game 5: “Lights Out” Sound Search

**Check your Sound Alphabet I.Q. as you turn off the lights!**

This game tests how well your child knows the phonetic sounds of the alphabet. At the start of this “lights out” game, all letters are lit. *Phonics Firefly* asks the player to find the letter that makes a specific sound, for example, “Find the letter that makes the sound *duh* as in duck.” If the correct letter is pressed, that light goes out. If an incorrect letter is pressed, the light stays on, and the question is repeated. If the player answers incorrectly again, *Phonics Firefly* guides the player to the correct answer. Fun messages encourage the player to continue playing until all the lights are out.



## Game 6: Secret Word Maker

**Phonics Firefly has 120 secret words for you to uncover!**

In this game your child learns how to spell over 120 three-letter words.

*Phonics Firefly* asks the player to press three letters that make up a “secret word.” For example: “Press the letters *c-a-t* to make the secret word.” As the correct letters are pressed, your child hears each sound blended together (*cuh-aah-tuh* — cat) to form the secret word! If incorrect letters are pressed, *Phonics Firefly* gently guides the player to the secret word using lights and sounds. As with all of its games, *Phonics Firefly* offers fun messages and encouragement throughout game play.



## Game 7: Word Explorer

**It's your turn to spell hundreds of three-letter words!**

How many three-letter words can your child spell? *Phonics Firefly* has a word list of more than 500 words—everything from act to zoo! When a word in the *Phonics Firefly* word list is spelled, the player hears the correct spelling and the word. For example: “*d-o-g* spells dog!” If your child presses three letters that don’t make a “real word” or that make a word not found in the word list, *Phonics Firefly* prompts him or her to try another word. Fun feedback and special sound effects encourage your young learner to experiment with word formation. The included *Phonics Firefly* Word List enables you to engage your child in a variety of activities. For example, you can keep a record of words your child has learned to spell, or you can have your child read a word on the list and then check the pronunciation by entering its letters on *Phonics Firefly*.

**Note:** Some inappropriate words are unavailable for children to spell.

# PHONICS FIREFLY WORD LIST

ace	Ben	cur	fad	Gus	jar	lop	oaf	pug	sis	tug
act	bet	cut	fan	gut	jaw	lot	oak	pun	sit	urn
add	bib	dab	far	guy	jay	low	oar	pup	six	use
ado	bid	dad	fat	gym	Jeb	lox	oat	pus	ski	van
ads	big	Dan	fax	had	Jed	lug	odd	put	sky	vat
adz	bin	day	Fay	hag	Jen	lye	ode	rag	sly	vet
aft	bit	deb	fed	Hal	jet	mad	off	ram	sob	vex
age	boa	Del	fee	ham	jib	man	oil	ran	sod	via
ago	bob	den	fen	hap	jig	map	old	rap	son	vie
aid	bog	dew	few	has	Jim	mar	one	rat	sop	vim
ail	boo	did	fez	hat	job	mat	opt	raw	sow	vow
aim	bop	die	fib	hay	Joe	Max	orb	ray	sox	wad
air	bow	dig	fig	haw	jog	may	ore	red	soy	wag
ale	box	dim	fin	hem	jon	Meg	our	rib	spa	wan
all	boy	din	fir	hen	jot	Mel	out	rid	spy	war
alp	bra	dip	fit	her	joy	men	owe	rig	sty	was
amp	bud	doe	fix	hew	jug	met	owl	rim	sub	wax
Ana	bug	dog	flu	hex	jut	mew	own	rip	sue	way
and	bum	don	fly	hid	Kay	mid	pad	rob	sum	web
ant	bun	dot	fob	him	keg	mix	pal	rod	sun	wed
any	bur	dry	foe	hip	Ken	mob	Pam	roe	sup	wee
ape	bus	dub	fog	his	key	mom	pan	rot	tab	Wes
apt	buy	dud	for	hit	kid	moo	par	row	tad	wet
arc	bye	due	fox	hog	Kim	mop	pat	rub	tag	who
are	cab	dug	fry	hop	kin	mow	paw	rue	tan	why
ark	cad	dun	fun	hot	kip	mud	pay	rug	tap	wig
arm	cam	duo	fur	how	kit	mug	pea	rum	tar	win
art	can	dye	gab	hub	koi	mum	peg	run	tax	wit
ash	cap	ear	gad	hue	lab	nab	pen	rut	tea	woe
ask	car	eat	gag	hug	lad	nag	pep	rye	Ted	wok
asp	cat	ebb	gal	hum	lag	nan	per	sad	ten	won
ate	caw	eel	gap	hut	lap	nap	pet	sag	the	woo
auk	cay	egg	gas	ice	law	Nat	pew	Sam	tie	wow
ave	cob	ego	gay	icy	lax	nay	pie	sap	Tim	wry
awe	cod	eve	gel	ilk	lay	Ned	pig	sat	tin	yak
awl	cog	elf	gem	ill	lea	net	pin	saw	tip	yam
axe	con	elk	get	imp	led	new	pip	say	toe	yap
aye	coo	elm	gib	ink	lee	nib	pit	sea	tog	yea
bad	cop	emu	gig	inn	leg	nil	ply	see	tom	yen
bag	cot	end	gin	ion	Len	nit	pod	set	ton	yes
ban	cow	eon	gnu	ire	let	nod	pop	sew	too	yet
bar	coy	era	gob	irk	lid	nor	pot	she	top	yew
bat	cry	ere	god	its	lie	not	pow	shy	tow	you
bay	cub	err	goo	ivy	lip	now	pox	Sid	toy	zap
bed	cud	eve	got	jab	lit	nub	pro	sin	try	zip
bee	cue	ewe	gum	jag	lob	nun	pry	sip	two	zoo
beg	cup	eye	gun	jam	log	nut	pub	sir	tub	

**Note:** Proper names have been capitalized unless they are also familiar words, such as sue or bob.

# CARING FOR PHONICS FIREFLY

## Troubleshooting

If *Phonics Firefly* is not working properly, replace the batteries with a fresh set. Weak batteries can cause a variety of malfunctions.

To prolong battery life, always turn off *Phonics Firefly* with the On/Off Button when you are not using the unit. If *Phonics Firefly* will not be used for a long period of time, remove the batteries to prevent possible corrosion.



## How to Clean *Phonics Firefly*

Clean your *Phonics Firefly* with a slightly damp or dry cloth. Do not immerse *Phonics Firefly* in water. Do not spray liquid of any kind on *Phonics Firefly*.

### BATTERY INSTALLATION and INSTRUCTIONS

For the best operation, always use fresh alkaline batteries. Other battery types will have a shorter life.

1. Carefully open the battery compartment door located on the bottom of *Phonics Firefly* by loosening the screw holding it in place.
2. Install four fresh AA-cell (DC 1.5v) batteries in the battery compartment, carefully following the diagram showing correct battery installation. This diagram is found inside the battery compartment.
  - Batteries must be inserted with the correct polarity.
  - Do not mix old and new batteries.
  - Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
  - Remove exhausted batteries from the unit.
  - The supply terminals must not be short-circuited.
  - Non-rechargeable batteries must not be recharged.
  - Do not use rechargeable batteries.
  - Only batteries of the same or equivalent type as recommended are to be used.
3. Close the battery compartment door and tighten the screw.
4. Turn on the unit by pressing the On/Off Button.

**Note:** *Phonics Firefly* has a battery-saving automatic shut-off feature and will turn itself off after two minutes of nonuse.

